

ABSTRACT

A gaming apparatus includes a housing with a front operable surface and a visual display region thereon. The visual display region includes a plurality of windows disposed in a rectangular positional array of four rows and four columns with a plurality of paylines defined by a line intersecting four adjacent elements in a single row, column or diagonal on the array. A button or mechanical arm on the housing will cause all of the symbols in the array to be randomly selected and displayed as part of a gaming sequence. A payout is generated if one or more of the selected paylines contain a predetermined number of predetermined symbols. The housing further includes three additional screen displays of various table games, for potential play if a winning combination is achieved in the main window.